

IN THE CLAIMS:

Please amend the following claims having the same number as indicated:

1. (Currently Amended). A ~~remote~~ system for use with a gaming system, the gaming system for implementing a player tracking system and having at least one gaming machine playable by a player, ~~a host computer coupled to the at least one gaming machine by a network, the remote system~~ comprising:

a remote device, the remote device being embodied in a mobile computer which may be carried by a user; and,

a host computer coupled to the at least one gaming machine by a network and including a remote network interface coupled to the remote device for exchanging data between the host computer and the remote device, the data including sign-up information entered by the user on the remote device to enroll the player in the player tracking system, the host computer for creating a player account in response to receiving, and as a function of, the sign-up information and storing the player account in a database, the remote device being coupled to the remote network interface by a wireless connection.

2. (Currently Amended). A remote system, as set forth in claim 1, ~~wherein the remote device is coupled to the remote network interface by a wireless connection~~ wherein the remote device for establishing an ID number of an unassigned ID card, the data sent to the host computer including the ID number of the unassigned ID card, the host computer for receiving the ID number of the unassigned ID card, assigning the ID number of the ID card to the player account and storing the ID number of the ID card in the player account.

3. (Currently Amended). A remote system, as set forth in claim [2] 1, wherein the wireless connection uses an IEEE 802.11 standard.

4. (Original). A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

5. (Original). A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

6. (Original). A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with a user.

7. (Original). A remote system, as set forth in claim 6, the web client for acquiring input from the user and formatting and presenting data to the user.

8. (Original). A remote system, as set forth in claim 1, the data including a signup form, the remote network interface for sending the signup form to the remote device.

9. (Original). A remote system, as set forth in claim 8, the data including player information, the signup form being fillable with the player information by a user, the remote device for sending the player information to the remote network interface.

10. (Original). A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the signup form being accessible through the web client.

11. (Original). A remote system, as set forth in claim 10, the remote network interface for confirming that all required information on the signup form was entered and instructing the remote display to display an error message if all required information was not entered.

12. (Original). A remote system, as set forth in claim 11, the player information including a zip code, the remote network interface for determining if the zip code is valid.

13. (Original). A remote system, as set forth in claim 12, the remote network interface for creating a record in the database containing the player information if the zip code is valid.

14. (Original). A remote system, as set forth in claim 1, the player information containing a room number, the remote interface for retrieving additional player information from the database as a function of the room number and creating a record in the database containing the player and additional player information.

15. (Original). A remote system, as set forth in claim 1, the host computer including a database for maintaining the player tracking system, the remote network interface coupled to the database for retrieving and storing data therein.

16. (Original). A remote system, as set forth in claim 15, the database for storing data in database tables.

17. (Original). A remote system, as set forth in claim 16, further comprising a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

18. (Original). A remote system, as set forth in claim 17, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

19. (Original). A remote system, as set forth in claim 18, the third data object coupled to the remote network interface for receiving queries from the remote network interface, retrieves responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

20. (Original). A remote system, as set forth in claim 19, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

21. (Original). A remote system, as set forth in claim 20, the remote device having a processor and a web client for interaction with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client.

22. (Original). A remote system, as set forth in claim 6, the web client including a plurality of servlets for providing functionality to a user.

23. (Original). A remote system, as set forth in claim 22, the web client including a login layer for identifying the user.

24. (Original). A remote system, as set forth in claim 23, the web client including a menu layer for allowing the user to navigate to and access the servlets.

25. (Original). A remote system, as set forth in claim 24, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.

26. (Original). A remote system, as set forth in claim 1, wherein the data includes a player name.

27. (Original). A remote system, as set forth in claim 1, wherein the data includes a player ID card number.

28. (Original). A remote system, as set forth in claim 27, wherein the data includes a personal identification number.

29. (Original). A remote system, as set forth in claim 1, the remote device including a touchscreen display for capturing a signature of the player, the data including the signature.

30. (Currently Amended). A method for enrolling a player in a player tracking system for use with a gaming system, the gaming system including at least one gaming machine playable by the player, the method including the steps of:

providing a remote device, the remote device being embodied in a mobile computer which may be carried by a user;

sending a fillable form to the remote device;

filling out the form with data, by the user, on the remote device, the data including sign-up information entered by the user for enrolling the player in the player tracking system;

sending the data entered by the user on the remote device to a host computer through a remote network interface via a wireless connection; and,

creating a player account, at the host computer, in response to receiving, and as a function of the sign-up information, and storing the player account in a database.

31. (Currently Amended). A method, as set forth in claim 30, ~~the gaming system including a host computer and a remote network interface for coupling the remote device to the host computer, including the step of providing a wireless connection between the remote device and the remote network interface~~ including the steps of:

establishing, at the remote device, an ID number of an unassigned ID card, the sign-up information including the ID number of the unassigned ID card;

receiving the ID number of the unassigned ID card at the host computer and responsively assigning the ID number of the ID card to the player account of the player; and,

storing the ID number of the ID card in the player account

32. (Currently Amended). A method, as set forth in claim ~~[31]~~ 30, wherein the wireless connection uses an IEEE 802.11 standard.

33. (Original). A method, as set forth in claim 32, wherein the wireless connection is IEEE 802.11b.

34. (Original). A method, as set forth in claim 32, wherein the wireless connection is IEEE 802.11g.

35. (Original). A method, as set forth in claim 30, the remote device having a processor and a web client for interaction with a user, the method including the steps of:

acquiring input via the web client from the user; and,
formatting and presenting data to the user.

36. (Original). A method, as set forth in claim 30, the data including a signup form, the method including the step of sending the signup form to the remote device.

37. (Original). A method, as set forth in claim 36, the data including player information, the signup form being fillable with the player information by the user, the method including the step of sending the player information to a remote network interface located on a host computer.

38. (Original). A method, as set forth in claim 37, the signup form being accessible through the web client.

39. (Original). A method, as set forth in claim 38, the method including the step of the confirming that all required information on the signup form was entered and instructing a display on the remote display to display an error message if all required information was not entered.

40. (Original). A method, as set forth in claim 39, the player information including a zip code, the method including the step of determining if the zip code is valid.

41. (Original). A method, as set forth in claim 40, the method including the step of the creating a record in a database on a host computer containing the player information if the zip code is valid.

42. (Original). A method, as set forth in claim 30, the player information containing a room number, the method including the step of retrieving additional player information from a database on a host computer as a function of the room number and creating a record in the database containing the player information and the additional player information.

43. (Original). A method, as set forth in claim 30, data related to the player tracking system being stored in a database stored on a host computer, the method including the step of providing a remote network interface coupled to the database for retrieving and storing data therein.

44. (Original). A method, as set forth in claim 43, the method including the step of the storing data in the database in database tables.

45. (Original). A method, as set forth in claim 44, the method including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

46. (Original). A method, as set forth in claim 45, the method including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

47. (Original). A method, as set forth in claim 46, the third object being coupled to the remote network interface, the method including the steps of receiving, by the third object, queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

48. (Original). A method, as set forth in claim 43, the method including the step of receiving, by the remote network interface, the responsive data and transmitting the responsive data to the remote device.

49. (Original). A method, as set forth in claim 48, the remote device having a processor and a web client for interaction with a user, the method including the steps of formatting, by the remote network interface, the responsive data into a hyper text mark-up language response for display by the web client.

50. (Original). A method, as set forth in claim 35, the web client including a plurality of servlets for providing functionality to a user.

51. (Original). A method, as set forth in claim 50, the web client including a login layer for identifying the user.

52. (Original). A method, as set forth in claim 51, the web client including a menu layer for allowing the user to navigate to and access the servlets.

53. (Original). A method, as set forth in claim 52, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.

54. (Original). A method, as set forth in claim 30, wherein the data includes a player name.

55. (Original). A method, as set forth in claim 30, wherein the data includes a player ID card number.

56. (Original). A method, as set forth in claim 55, wherein the data includes a personal identification number.

57. (Original). A method, as set forth in claim 30, including the step of capturing a signature of the player on the remote device.

58. (Original). A method, as set forth in claim 57, including the step of providing a touchscreen display on the remote device for capturing the signature of the player.

59. (Previously Presented). A remote device, as set forth in claim 1, wherein the player is given a player ID Card having a ID Card number, the remote device for allowing the user to enter the ID Card number when enrolling the player in the player tracking system.

60. (Previously Presented). A remote device, as set forth in claim 59, wherein the remote device includes an barcode reader or ID card reader, wherein the ID Card number is entered by the user by reading the ID card number from an unassigned player ID Card using the barcode reader or ID card reader, the remote device for assigning the player ID Card to the player when enrolling the player in the player tracking system.

61. (Previously Presented). A method, as set forth in claim 30, including the step of allowing the user to enter the ID Card number when enrolling the player in the player tracking system.

62. (Previously Presented). A method, as set forth in claim 61, wherein the remote device includes an barcode reader or ID card reader, and the step of allowing the user to enter the ID Card number includes the steps of:

reading the ID card number from an unassigned player ID Card using the barcode reader or ID card reader; and,

assigning the player ID Card to the player when enrolling the player in the player tracking system.

63. (Currently Amended). A system, comprising:
at least one gaming machine playable by a player;

a player tracking system [~~including a host computer~~] connected to the at least one gaming machine by a network;

a remote device, the remote device being embodied in a mobile computer which may be carried by a user and being connected to the player tracking system, the remote device having a processor and a web client for interacting with the user, the web client for acquiring input from the user and formatting and presenting data to the user; and,

a host computer coupled to the at least one gaming machine by a network and including a remote network interface coupled to the remote device by a wireless connection for exchanging data between the host computer and the remote device, the data including a signup form sent by the remote network interface to the remote device and sign-up information, entered by the user on the remote device and sent by the remote device to the remote network interface, the host computer for enrolling [to enroll] the player in the player tracking system as a function of the data.

64. (Currently Amended). A method, including the steps of:

providing at least one gaming machine playable by a player;

providing a player tracking system including at least one host computer connected to the at least one gaming machine by a network;

providing a remote device which may be carried by a user and being coupled to the host computer over a wireless connection;

sending a fillable form from the host computer to the remote device; ~~[[and,]]~~

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allowing the user to fill [filling] out the form with data[~~by the user,~~] on the remote device for enrolling the player in the player tracking system;

sending the data entered by the user to the host computer; and,

responsively creating a player account at the host computer as a function of the data and storing the player account in a database.